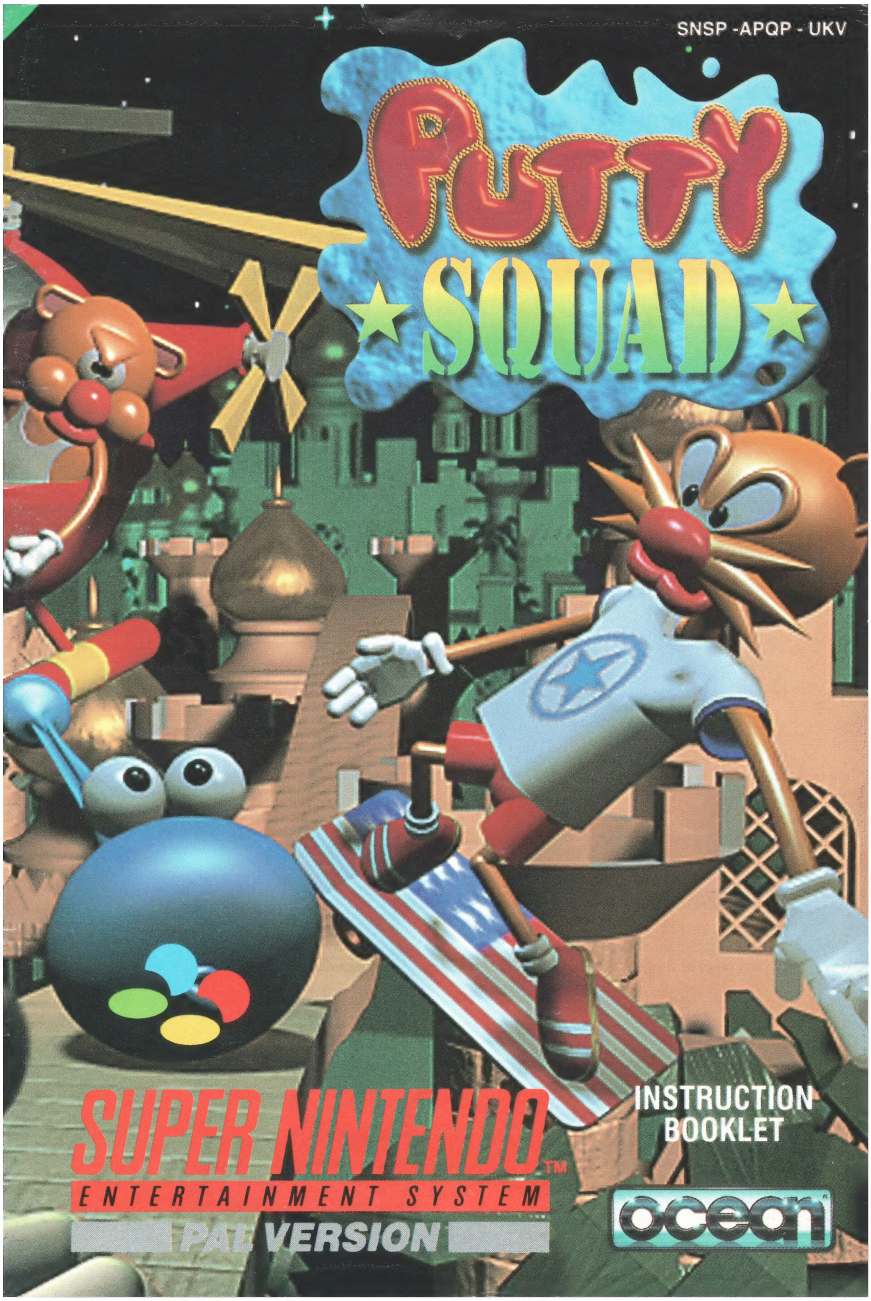

SNSP -APQP - UKV
PUTTY
SQUAD
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION
INSTRUCTION
BOOKLET
ocean

PUTTY
SQUAD

THE GAME STORY

After twenty years, the war that had been raging between the Putty people and the forces of evil led by the Wizard Scatterflash was finally over, with the Putty faction mounting a complete withdrawal from the Capital city of Klud.

The Putty nation was rapidly occupied by the Wizard's army of Demonic imps and Self Motivated Vegetables including the dreaded T2000 Terminator Carrots, the once fertile lands soon fell into decline spawning all sorts of slimy creatures and evil spirits.

Many years later the United Nations received blurred photographs showing Putty prisoners of war in the hands of the Wizard's forces and it was decided to send in a "Peace Keeping Force" of UN Troops to rescue these M.I.A's.

The force was made up of GI Pups led by their Commander Napalm the Cat, unfortunately Napalm went completely crazy in the field and set himself up as a God to the native population of spotted frogs in a remote area.

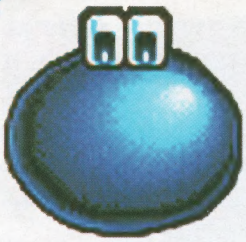
The C.I.A decided that Napalm must be terminated with extreme prejudice and the Putty M.I.A's rescued, so a special hit squad was formed - Putty Squad.

Super Putty and his ex-enemy Dweezil the Ginger Cat have to parachute into hostile areas and locate and rescue the M.I.A's as well as fight all the factions involved in the war.

The secret objective of this mission is known only to Dweezil but it does involve a Wizard and a large amount of Gold.

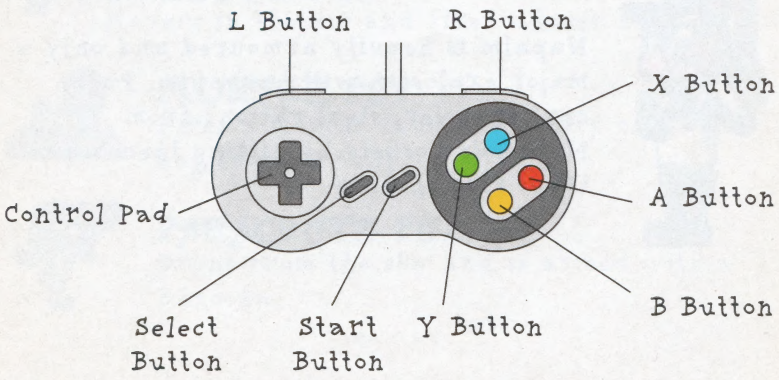
THE CAST

SUPER PUTTY



The hero of the game Super Putty can.....

STRETCH	**A** button and direction.
BOUNCE	**B** button and direction.
MELT	Control Pad down.
ABSORB	Melt beneath enemy or item.
PUNCH	**L** or **R**.
INFLATE	**X** or **Y**.
MOULD	Melt and **A** or **X** or **Y** button. (Must have absorbed compatible enemy)
WRIGGLE	Control Pad left and right.
PAUSE	**START** button



DWEEZIL

Dweezil carries a large supply of Time Bombs that Putty can use to open sealed crates or destroy large enemies. Dweezil does not like to co-operate with Putty and will only drop a Bomb if he gets to kick Putty's butt first.

Putty can punch Dweezil and knock him out for a minute. Whilst Dweezil is dazed Putty can use his belly as a trampoline in order to bounce up to high places. Putty can also punch Dweezil while he is down to adjust his position.

Dweezil is safe from attack as the GI Pups are pretty scared of him but Napalm can shoot Dweezil and render him unconscious for many minutes. (Dweezil wears a bullet proof vest.)

NAPALM

Napalm is heavily armoured and only a major explosion will harm him. Putty can, however, steal rations from Napalm's pockets by hitting them a few times from behind.

GI Pups

The GI Pups come in the following types.....

GRUNT PUP
Unarmed hand to hand combat Pup.

GUN PUP
Armed with an assault rifle.

GRENADE PUP
Throws grenades.

BALLOON PUP
Hovers in the air and fires a laser rifle.

MORTAR PUP
Fires a mortar from the safety of a sand-bag emplacement.

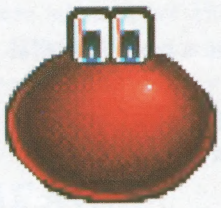
PARACHUTE PUP
Drops from the sky and is armed with a Bazooka.

UXB PUP
Controls a robotic bomb detonator from a sand-bag emplacement.

HELICOPTER PUP
Flies a huge Helicopter, drops bombs, rams the Putty-Pod.

AQUA PUP
Swims underwater and fires a harpoon.

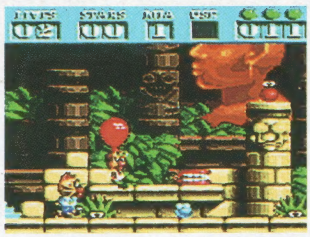
MIA PUTTYS



These guys need to be rescued in order to clear the area for an airborne attack.

SCATTERFLASH
Nothing is known about this evil wizard.

NATIVES



There are many native lifeforms to contend with in the warzones.

FIREWORK IMPS

These are small demons who work for Scatterflash. They have the ability to launch rockets packed with gunpowder. Putty can absorb these creatures and take on their attributes.

FROGS

The indigenous population of Klud, these guys are not happy with the situation and will attempt to catch Putty at the first opportunity using their sticky tongues.

SECURITY CHICKENS

Scatterflash has specially trained attack poultry guarding the outskirts of his fortifications. These Attack Chickens can lay egg bombs whilst flying.

HOODLUM CHICKS

These tough-guys hatch from Egg Bombs and patrol the area.

WORMS

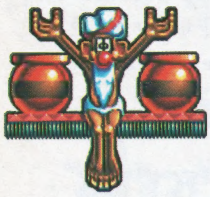
Poisonous creatures that live in the darker recesses.

COCKROACH CLUSTERS

Piles of pulsating abdomens and antennae that congregate in unexpected places.

T2000 TERMINATOR CARROTS

Unlike the T 1000 Terminator carrot that appeared in Putty 1 these guys can leap into the air and gain access to upper platforms. Once they spot Putty they let fly with their Uzi 9 centimetre sawn off shotguns.



FLYING MYSTIC

These are rarely seen magicians who fly around on carpets and drop Bad tempered Tomatoes onto the heads of their victims.

FLOATING MYSTIC

Ex kebab salesmen who have discovered the secret of life, they float around in a continuous state of karma.

MYSTIC

Mysterious sorcerers who unleash bouncing bronze stompers on their hapless victims.

RUMBLE ROBOTS

These are large green robots that have deadly tractor beams with which to damage Putty.

1950's ROBOTS

Tin cans on legs with horrendous fire-power.

CRAZY ROBOT

Out of control patrol robot, very fast.

MINI-BOT

Nasty small droid with deadly laser.

BLADDER FLY

Mosquito-like insect that sucks on Putty's pliability.

DENTURES

Patrolling false teeth with fairly lethal biting power.

SPIKE GRASS

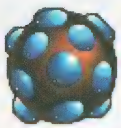
Moving weeds with protruding thorns.

FISH

Harmless unless touched.

CRABS

Nasty crustaceans that patrol the underwater levels.



SEA SPONGES

Poisonous pulsating lump that moves erratically.

World War Two Bees

Fighting Bees that drop huge bombs as they fly past.

Putty Squad Equipment

Absorb to use

Nitro

When absorbed turns Putty into plastic explosive, Putty can melt and leave Putty Bombs in the path of his enemies thus destroying them in the resulting explosion. Bombs can also be used to destroy sand-bag fortifications.

Pod

Putty can call down his Space Pod from orbit and fly around the warzone for a limited amount of time using the Control Pad to control the thrusters. If he is carrying Nitro he can drop Bouncing Bombs onto targets below.

CATFOOD

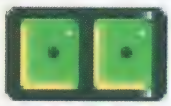
Putty can lure Dweezil by absorbing this tin of Cat Food and transporting it to any place that the Cat's presence is required, releasing the can and punching it will bring him onto the screen at the can's co-ordinates.

TRASHCAN

This is an emergency device that calls in Secret Agent X15 who disguised as a pedal-bin will drop a useful item next to Putty.

DISGUISE

This false nose, spectacles and moustache allows Putty to get past the GI Pups without being shot at.



X-RAY SPEX

These when worn show up secret doorways.

GOLD SPACE SUIT

You hit this for an extra life.

CHILLI

This red hot chilli causes Putty to glow and allows him to knock-out enemies simply by walking into them.

SHIELD

This protects Putty from attack.

CHEESE

The green cheese will transport Putty to secret locations.

UNCLE TED

The dreaded organist Uncle Ted has purchased a mixing desk and is now well into Hip-Hop, his scratching and mixing will draw the fire of Putty's enemies.

SPRING

This device does away with the need for Dweezil, Putty can carry it around and access high platforms by releasing the spring and jumping on to it.

STARS

Stars enhance Putty's combat abilities...

10 stars = Super Punch.
Four times normal punch power.
20 stars = Blow Pipe. Fires a putty dart.
30 stars = Electrocution Prod. Instant death for all Enemies.
40 stars = Terminator Putty. Destroys everything in its path.

One star is lost every time Putty is hit by an enemy. A whole stream can be lost if Putty touches traps or fortifications.

LEVEL ACCESS

A level is completed when all of the M.I.A Putty's have been absorbed and rescued.

A Door will appear allowing access to the next level or you will receive a password if the entire sector has been cleared.

GAMEPLAY

The object of Putty Squad is to rescue all missing Red Puttys in the warzones listed above whilst maintaining a high Star count, the more stars the player has the better his superpowers will be.

To get around the levels the player must enlist the help of Dweezil to get the extra bounce required to reach high platforms, the Catfood tin should be retained as long as possible e.g. If Putty is carrying the Catfood but absorbs the Spring as well he will lose the Catfood, instead he should deposit the Catfood in a safe place before picking up the Spring.

If Putty is flying in the Pod he should locate any difficult to reach M.I.A's before exiting as he may only have one chance to reach them.

It is possible to destroy the majority of enemies and emplacements by bombing them from the Pod.

Scatterflash has the ability to transport Putty to the 27th Dimension with a spell. If this does happen Putty must locate a hidden Pod Power-up before he can return to the real world.

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